



LIVE™

ONLINE ENABLED



ARMED AND DANGEROUS



<http://www.replacementdocs.com>



ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION:

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

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ARMED AND DANGEROUS

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CONNECT TO XBOX LIVE

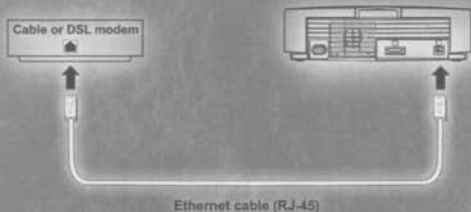
Important! Before using this product, read the Xbox Instruction Manual for important safety information and health warnings. **NOTE:** You do not need Xbox Live™ to play Armed and Dangerous™.

STEP 1: CONNECT

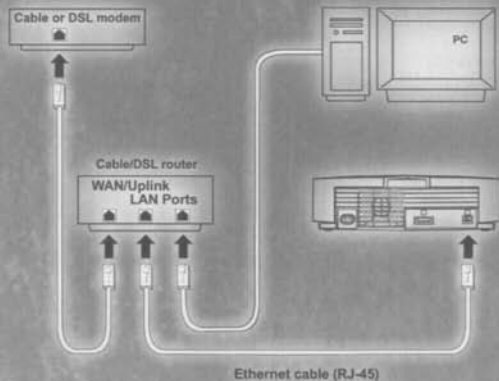
To connect your Xbox console directly to broadband, see diagram A. Or, to share your broadband connection with a PC, see diagram B.

For more details and other home networking options, including Internet connection sharing, see www.xbox.com/live.

A. Direct Connection



B. Shared Connection



STEP 2: GO LIVE

Important! Xbox Live is a subscription service. You will need a subscription code to set up an Xbox Live account and play online. To find out how to get a subscription code, visit your local retailer or see www.xbox.com/live.

You'll need to set up an Xbox Live account to play games online. Here's how:

1. Insert an Xbox Live Starter Kit disc or game disc into the disc tray. Check game packaging to see if the game supports Xbox Live play.
2. From within the game, select the option for Xbox Live. At this point, the Xbox console will try to go online. If it works, create your Xbox Live account by following the instructions on screen and entering your subscription code when prompted.

If the Xbox console can't go online automatically, you'll get an error message. Go on to Step 3.

STEP 3: CONFIGURE (IF NECESSARY)

If you can't go online automatically, use Network Setup in the Xbox Dashboard to enter some network settings. You may need to enter information such as a host name, a MAC address, or an ISP user name and password. Contact your broadband service provider if you don't have this information. Once you have the information, enter it in the Xbox Dashboard.

NEED MORE HELP?

Should you have any problems connecting to the Xbox Live service, do not attempt to take apart, service, or modify the Xbox console or peripherals in any way. Doing so could present the risk of serious injury or death from electric shock or fire and will also void your warranty. For additional assistance see www.xbox.com/live or call the Customer Support number:

- United States and Canada:
1-800-4MY-XBOX (1-800-469-9269)
- TTY users (requires special equipment for hard of hearing): United States and Canada:
1-800-740-9269 or 1-425-635-7102



IN THE BEGINNING

Once there was a country called Milola. A land at peace, Milola was made up of four realms: the pastoral farmlands of Midden; the underground mines of Scotland, populated by mole men; the island of Armortia, where the powerful weaving wizards resided; and the dark plains of Forge, a land of great steam engines and large metal boxes. The people of Milola traded in the three precious resources of coal, tea and onions, and it was good: the tea was hot, the coal burned brightly, and everyone was happy, for they had onions.

But long ago, a terrible curse overtook the Kings of Forge. Laid upon them by Colly Cibber, a wizard who desperately wanted to be an actor in musical comedies but was laughed at by King Ult Forge, the curse makes one generation of Forge Kings evil geniuses, the next good-hearted dolts.

Over the past centuries, the evil genius Forge Kings have conquered Midden and Armortia, only to be driven back later when the mouth-breathers took the throne. For instance, there was the famous Lesser Onion War, which Forge lost when the Middenese hero Ned, a 'professional' guide, got an entire Forge army lost in the tunnels of Scotland. The army was wiped out by a mole ambush and Forge was pushed back. As he received a medal for winning the war, Ned uttered the immortal words: "Right! When's lunch, then?"

There were other skirmishes, but eventually the Middenese, Scots and Armorts decided on a policy of containing the Forges. They built a massive wall between Midden and Forge. This wall was only broken by the immense Wildwood Gates, and these gates were locked with the famed Keys of Zardos! The keys were entrusted to the Lady of the Pond, who was told never to give them to anyone for any reason whatsoever. And from this policy, there was safety – the Forge Kings were unable to assault their neighbors across this barrier because they had no coal to power their great steam engines (and because half of the time they were dumber than a bag of hammers).

That is until 30 years ago, when the current King Forge revealed an invention called the Lime Dixon, more commonly known as a water engine. With the Lime Dixon, the Forge armies needed no coal and were able to sweep into Armortia, Scotland and Midden with their new weapons of war, which were powered only by the water. These dreaded weapons included Q1-11 Eliminator Droids, and the assault was called the Lime Dixon War. In it, King Forge conquered Milola.

He immediately pressed the Middenese peasants into servitude; besieged Calios, the mystically protected capital of Armortia; and pumped into the tunnels of Scotland a highly inflammable fluid called Burn-o. This he ignited, wiping out the moles and destroying the mines of Scotland once and for all. It seemed all was lost.

One day, a group of Armort Weaving monks, powerful wizards all of them, decided to betray their country. They went to King Forge and offered to let him into Calios if he agreed to let them live in peace and study their magic. He agreed and they showed him how to enter the capital's walls. But they also revealed to him a secret kept by the weavers for generations: The Book of Rule.

The book was a dangerous, ancient artifact of the Weavers. Long ago, after it was first created, the book wiped out an entire city, turning all of the people in the surrounding area into trees and shrubs. This was covered up at the time as a freak janitorial accident and forgotten, but the truth was this: the Book of Rule held unimaginable power and one very important revelation. The Majorcan Prophecy. The prophecy told of the downfall of the King at the hands of a band of "protectors" who would take "the flower of innocence" to the hidden altar of Jerusa.

The King knew he must have this book, but the betrayer monks did not have it. It had been secreted away by one of the monks and brought to the palace in Calios.


When Calios finally fell, King Forge marched into the palace and demanded the book from the Queen and King of Armortia. But it was gone, and so was the advisor to the Armort throne, Rexus Bartholemew Rizzo – one of the greatest wizards, sages and doctors in all of Milola.

Forge executed the King and Queen of Armortia and sent his armies looking for Rexus and the book. They could not find Rexus anywhere, for he was far too clever. Too clever, that is, until one day a few of the king's grunts were watching a disgusting old peasant woman making her way through a valley, clutching a book. As they approached her to ask her for her papers, they noted her lifting her skirts and relieving herself on a tree. Intuiting with their fine grunt minds that this was not a peasant woman after all, but Rexus in disguise, they walked up behind him and hit him across the head. Taking his book, they left him for dead at the side of the road.

The book was taken to King Forge. His Weaver advisors knew at once that it was the Book of Rule, but for some reason it looked on the surface like a book on basket weaving. A really good book on basket weaving. The Weavers determined that Rexus had cast a spell to lock the book. They took it to their new home, the Wildwood Abbey, and there they began to study the book to determine how to unlock it and harness its power.

Rexus, gravely injured when the grunts hit him on the head, had no recollection of his past identity. He vaguely remembered wandering the world in a haze. He recalled meeting a peasant woman on the road who gave him her baby and took a book from him in exchange – and sure enough, during his wanderings he had somehow gotten his hands on a baby. About this child, he knew little, but that its name was Rom-something, and so he called the lad 'Roman.' Where Rexus actually got this baby, he has never remembered.





Rexus and little Roman eventually made their way to Midden, where word was circulating that Rexus had lost the Book of Rule and the final hope of the people with it. Rexus soon learned not to tell anyone his name. After three beatings and a wild-eyed woman spitting on him yelling, "Couldn't keep your pants on, could you?!" he determined that he had indeed done something terrible. Less and less he left the little hovel where he and Roman lived, and the little lad had to survive as a street urchin.

Roman befriended a moleboy called Jonesy, one of the last survivors of Scotland, and the two turned to a life of crime. Roman had his wits and nimble fingers, and was developing into a proper marksman. Jonesy had the courage of his people, a love for explosives, and a preternatural skill with sarcastic retorts. They grew up in utter squalor, and their crimes became more and more reckless. The law eventually caught up with them and they were shipped off to Dick Whittington Memorial Prison.

In prison, they met a lonely robot called Q. One of the King's Q1-11 eliminator droids, Q's intense love of tea had somehow enabled him to achieve sentence. This frightened Forge's scientists, so they packed the sentient Q1-11 off to Dick Whittington. There, Roman befriended the strange robot and won his eternal loyalty: Roman was the only person who ever dealt with Q like an actual person.

Fortunately for Roman, Q and Jonesy, the designers of Dick Whittington hadn't taken moles into account. Over the next two years, Jonesy burrowed his way out of the "Whit" as they called it, and the three made a daring escape into the night.

After breaking out of prison, Roman, Jonesy and Q became Milola's most daring thieves. They stole jewels from under people's noses and arms shipments from the hands of soldiers. They were the scourges of Midden. "They're not afraid of nothin'!" a peasant once famously observed of the three, "Them blokes got lions' hearts." The name stuck, and soon everyone knew the three thieves as the Lionhearts. One day, when they returned to Roman and Rexus' hovel, they found a note from the old man saying he had decided to move to the frozen Bergog Wastelands at the northern tip of Midden. He wanted solitude, and there he would find it.

Over the past six years, the Lionhearts have become known to many peasants as the most daring thieves in the land. They are loved by some for their efforts to get back at King Forge. Others view them as petty hooligans. Their known association with Rexus, the man who lost the book, doesn't help.

Recently, King Forge, who still holds all of Milola in the iron grip of tyranny, put a princely bounty out for the capture of Rexus and the Lionhearts. He wants the Book of Rule opened, and Rexus is the man who cast the spell that locked it. Meanwhile, in the back alleys of Midden, Roman has begun to think of bigger and better ways to humiliate the King. Just recently, he decided on the mother of them all: the Lionhearts would sneak into Forge's Kingdom, into the Wildwood Abbey itself, and steal the Book of Rule. It would be the ultimate heist! But to pull it off, they would need Rexus. And that would mean finding the old man in the middle of the frozen Bergog Wasteland.

CONTROLS

- L Thumbstick:** Move Roman forward/backward and sidestep left/right by pressing slightly to walk and completely to run. Click the thumbstick to jump; click and hold the thumbstick to close Jumper Pack wings.
- R Thumbstick:** Look up/down and turn left/right; click the thumbstick to use a special weapon.
- Directional Pad:**
← and →: Change main weapon
↑ and ↓: Change special weapon
- L Trigger:** Zoom in with weapon scope.
- R Trigger:** Fire main weapon. When inside a turret, pull to fire main weapon.
- A Button:** Jump. Press and hold to close Jumper Pack wings.
- B Button:** Use special weapon and to quit out of current menu.
- X Button:** Reload
- Y Button:** Press and hold to place Ticker Bombs; press to enter/exit a Pub/turret.
- Button:** Order Q and Jonesy to move to and guard targeted area or to attack enemy.
- Button:** Order Q and Jonesy to return to Roman and resume following formation. Press again to tell them to actively defend Roman.
- START Button:** Press to pause game and view mission objectives and access in-game Options menu.
- BACK Button:** Press to back out of menus.

MAIN MENU



NEW GAME

Are you ready to face your fear, laddie? Select this to begin a new journey into infamy. You'll be prompted to select a save slot on the Xbox hard disk before starting the game (you must have at least 40 blocks of free space to save your game). You will then be prompted to choose between two initial difficulty settings: Easy and Normal (we don't want to scare you off too soon). By collecting bonus Tokens hidden throughout the game, you can also unlock Over the Top mode. If you are crazy enough to complete Over the Top, your craziness will be tested by the final difficulty level, Insane.

RESUME GAME

When you're ready to duck back into the fray, select to resume a game already in progress. You will be allowed to choose from six possible saves.

OPTIONS

AUDIO Here you can adjust the sound, music, and voice volumes in the game. You can also toggle on or off subtitles for cutscenes and in game.

CONTROLS If you happen to be an A-type personality (control freak if you're not into euphemisms), here you can choose between two different controller layouts, invert the vertical axis for aiming, swap the functions of the two thumbsticks, and toggle vibration on or off.

RESET EXTRAS Resets the Token counter and all of the extra features that you have unlocked while playing through the game. Make sure you want to do this before activating it!

CHEATS Here you can enter cheat codes to give you access to special features. In a perhaps futile attempt to alleviate the destruction you have brought to the forests of Milola during your adventure, codes unlocked during the game will appear here so that what little paper is left does not have to be wasted.

EXTRAS

DOWNLOAD CONTENT This option allows you to download new content from Xbox Live. Like new levels and stuff. Really. We like you that much.

PLAY CUTSCENE This option allows you to watch any cutscene that has been unlocked by the collection of bonus tokens during your play through. Just don't blame us if on repeated viewings you begin to notice boom mikes dipping into the frame or the peanut butter we put under Stig's lip.

REPLAY MISSION This option allows you to play any mission that you have already completed in the game with a set of default weapons. Here you can also play bonus missions unlocked through the collection of Tokens, as well as play extra missions downloaded from Xbox Live.

IMPORTANT NOTE: An asterisk next to a mission indicates that the Token in that mission has NOT been found.

CREDITS See the people that worked their collective rear-end off to bring you this bundle of happiness! Except for Marco, that is, who didn't work hard enough to remove his rear-end completely, and really shouldn't be in the credits.

PLAY DEMOS Check out some of the other great LucasArts titles available for the Xbox! Yes, you actually get to play part of the games for free!

SAVING

After completing each mission your game will automatically be saved. When entering a Pub located partway through a mission your game will also be automatically saved. **NOTE:** You can save your game as many times as you want by returning to the Pub (for more information on Pubs, see page 19).

GAME SCREEN



1. Targeting Reticle: Point this in the direction you want to shoot, pull the trigger, and watch your enemies topple like a sack of Forge's onions, stumble about cursing their mother, or attempt their rendition of "Flight of the Valkyrie." When the reticle is pointed at an enemy character, it will turn red, indicating you should definitely shoot it. When the reticle is pointed at a friendly character, it will turn green, indicating that you probably shouldn't shoot it. Unless Jonesy has been giving you lip.

2. Roman's Health: With full health the meter appears as a green silhouette of Roman. As he takes damage, the green color will deplete from the top down and change to yellow, then red. The silhouette will flash when Roman is at dangerously low health.

3. Q and Jonesy's Health: These two small bars indicate your inseparable buddies' health. If you see either of these getting low, it would be a good idea to head to a Pub to replenish them. If your comrades fall in battle, they will be out for the rest of the current mission, and probably more than a little sore at you. **NOTE:** Q and Jonesy can also pick up health packs found on the battlefield.

4. Ticker Bomb Icon: Appears if you have a Ticker Bomb in your inventory.

5. Compass: A red wedge points to the closest objective. The wedge grows narrower as Roman gets closer to the objective.

6. Selected Special Weapon: This icon depicts which special weapon you have currently selected and the number underneath the icon shows how many you have left. Pressing **↑** and **↓** on the directional pad will switch to another special weapon if you have it.

7. Selected Main Weapon: This icon depicts which main weapon you have currently selected. The numbers divided by a slash represent how many rounds you have in the current clip and how many total rounds are remaining. Pressing **←** and **→** on the directional pad will switch to another main weapon if you have one.

PAUSE SCREEN

Press **START** to pause the game at any time. Here you can check your mission objectives, as well as access several options:

CONTINUE Select this to return to the action.

QUICK LOAD Loads the last place you saved the game.

RESTART THE LEVEL If you're a perfectionist, you can select this to start the level over from the beginning.

OPTIONS Allows access to the same options available from the Main Menu.

ABANDON MISSION Had enough? Select this to end the current game and return to the Main Menu. And you call yourself a Lionheart? Wuss.

INTRODUCING THE LIONHEARTS ROMAN

Raised in poverty and having to scrape by any way he can, Roman is the sort of fellow that anyone would want by their side when the bullets start flyin'. He is clever, courageous, and a little bit cocky. His attitude is somewhat justified, as he is a master thief and extremely skilled with many weapons. On the outside he appears to believe that the King's iron grip on the world is insurmountable, it's a dog eat dog world, every bloke for himself, school of hard knocks and all that. But inside he really has a glowing heart and would do anything for his mates. He claims to wear the mask to give himself the fearsome appearance of a bandit, but Q has a theory that Roman just has really bad teeth.



JONESY

Jonesy is Roman's oldest friend, having grown up with him and taken part in almost all of his misadventures. He's an explosives expert and loves nothing more than a good old-fashioned bomb, as he tends to identify with anything that blows up when messed with. Jonesy's a rather irritable moleman and is short of stature and patience. He can sing like a songbird, although it generally takes several pints to loosen him up first. He's also quite fond of exaggerating details when telling stories. Like most of his people, he's not exactly a bundle of smiles and hugs, due to the destruction of his home by King Forge. Jonesy cares about nothing and nobody except for Roman and Q; they're all he has in the world. First and foremost he believes the Lionhearts should look out for themselves and make off with the loot, wherever the loot might be.



Q

Originally one of the King's elite guards, Q became painfully self aware during a tea experiment, and found himself attempting a conversation with a conveyor belt. He tried to convince the other robots to leave with him, but they were programmed to ignore everyone except King Forge's officers. Q ended up in prison, marked for the scrap heap, and there he met Roman and Jonesy. Roman was the first fellow to ever treat Q like a person, and so they became good friends. The three of them escaped prison together and became the world's most daring trio of thieves. Q has taken upon himself the duty of being Roman's servant, often making him tea and being fiercely protective of him. Q is a vain, well-spoken, and debonair robot ... although he never, ever refers to himself as a robot. He is more refined than the other Lionhearts, and tends to have his own level of humor.



REXUS

Rexus was once a world-famous seer, but a certain head trauma he received 31 years ago has made his ability to remember his past a bit foggy. Actually, he can't remember anything. Over the years he has degenerated into blindness, madness, and smelliness. He is universally hated for losing the Book of Rule, and so moved to the Bergog Wasteland to escape persecution. Rexus is ancient, filthy, smells like a cesspit, and is constantly followed by a cloud of flies, which he refers to as "his only friends." Although blind, Rexus has a powerful sixth sense, although he thinks it's due to the huge glass eyes he sometimes stuffs into his sockets. He also has the ability to move objects and control minds, but the result is inconsistent and sometimes his aim tends to be off. Being a slow and physically decrepit old man, he rides inside Q's torso cavity during combat, pouring himself cups of tea from Q's internal tea generators.



PLAYING THE GAME

Action is the meat and potatoes (boiled preferably) of the game. The Lionhearts will have to face off against hordes of clever (and not so clever) minions of King Forge. Fortunately the weaponry made available becomes increasingly destructive to help diminish the enemy numbers. You will be required to guide the Lionhearts through enemy territory causing destruction and mayhem everywhere you go. Sometimes you will also be required to achieve specific mission objectives like taking out key enemy structures or rescuing peasants from King Forge's control. Certain missions will also require you to defend areas from the onslaught of King Forge's army. In these situations you will man a turret and unload as much hot lead as you can into the oncoming tide of mindless grunts. Throughout the adventure you will need to use not only quick reflexes but also crafty tactics to survive. Much of the environment is interactive, so experiment with using your weapons not only on your enemies but also on nearby objects. You can often use the world around you as a weapon.

SCORING

As the Lionhearts ravage the countryside and cause King Forge to tear out more and more of his ratty hair, the bounty on the Lionhearts' heads will grow larger and larger. Jonesy in particular gets a kick out of seeing how upset they've been making little Forge (and naturally he makes it an excuse to throw back a pint or two). Each action the Lionhearts perform that hinders Forge's plans in some way increases the reward. Each action the Lionhearts unwittingly perform that helps King Forge reduces the reward. At the end of each mission a screen displays the latest wanted poster put up by Forge's men, allowing the Lionhearts to gauge their success rate. The scoring works as follows:

ENEMIES KILLED/STRUCTURES DESTROYED:

\$20 per Twiglet	\$20 per Powder Keg
\$50 per Oil Pump	\$100 per Grunt
\$300 per Captain	\$300 per Goliath
\$400 per Saucer	\$500 per Zeppelin
\$500 per Rocket Tower	\$500 per Rocket Bud
\$500 per Monk	\$600 per Barrack
\$1,000 per Q1-12	\$1,200 per Colossus

MISCELLANEOUS:


\$500 for each peasant saved	-\$250 for each peasant house destroyed
\$1,000 for completing a mission	-\$10 for every sheep or penguin killed
\$2,500 per Token picked up	-\$500 for every time Q or Jonesy is retreat

TOKENS



Within each mission there is a special Token hidden somewhere, and they come in various forms, such as vases, paintings and eggs. The more of these you collect the more special features you can unlock, including cheats, the ability to replay any mission, and the ability to watch any cutscene. To see which Tokens you have already found, check the list of missions in the Replay Mission option. Any mission with an asterisk next to it indicates that the Token for that mission has not been found yet. Also when selecting a game to load the total amount of Tokens found will be displayed in the saved games.

MATES



On many missions you will not be fighting alone. Q and Jonesy will follow your position to either side and slightly behind you like wingmen. They will aid you by firing at whatever you fire at, but left to their own devices will defend themselves freely. They will follow you as long as you are moving, and will only attack enemies if you stop or fire. You can also tell them to move to and guard a specific location by aiming at the spot and pressing the White button. You can also aim at an enemy and send them to

attack that specific target, although they may run for mommy if the enemy is too tough. If sent to defend an area, they will remain there until you call them back by pressing the Black button, in which case they will return to you and resume formation. If you press the Black button while they are following you, they will actively defend you by stopping to attack enemies even if you are moving. Once they eliminate immediate threats, they will catch up to you again.

RESCUING PEASANTS



Some missions will require you to rescue the poor peasants from the threat of King Forge. Simply approach a peasant to grab hold of them, and Roman will drag them around like a sack of onions (at least in the end they will be safe). You can drag a maximum of three peasants at one time. The mission objectives will explain where you need to take them. Sometimes the peasants will be locked in cages, in which case you will need to blast them open with a Ticker Bomb.

ALARMS



Scattered throughout enemy encampments are alarms used to warn King Forge's soldiers of approaching enemies. A soldier has to get to the alarm to turn it on, so it is possible to prevent the alarm from going off. Once the alarm is activated, an endless stream of soldiers will be coming for you. Destroy these alarms as quickly as possible or you will be overwhelmed, as the enemies will not stop coming until the alarm is off.

WEAPONS

In the land of Milola, technology and brutality are on a perpetual double date with mayhem and destruction. Every year, new and more terrifying instruments of warfare are brought into the world by the weapons labs of the tyrant King Forge. Fortunately, the people of Milola have a new band of heroes, the Lionhearts, and they're armed and dangerous.



Hawkings Rifle: A marksman's gun, the Hawkings Rifle (first rolled into production 150 years ago by Hawkings Freelander Inc.) is trusty, accurate and slow. This is Roman's standard armament. It is also the only weapon with unlimited ammo. It has an 8 round clip.



Flemming Machinegun: Invented by the tea baron Hieronymus Flemming for the protection of his crops, the Flemming Machinegun spits out ammunition like nobody's business (10bps) and can maintain continuous fire due to its 100 round clip. Meant for clearing crowds of rabbits and other tea predators, this old

standby is used to this day by farmers, thugs and gun enthusiasts alike. You can carry a maximum of 1000 extra bullets.



Cyclops Sniper Rifle: With a range of "very far away," the Cyclops Sniper Rifle is immediately recognizable for its glowing red sight. Unlike more useful, laser-guided sniper rifles, the Cyclops sight just glows red, rendering it effectively useless for actual snipers as it gives away their position. As an extremely powerful single-shot

sniper rifle, it has a scope allowing much farther zoom magnification than the other weapons. Not only is it great for taking out enemies at a distance, but its power is so considerable that the bullet passes through the initial target and continues through any other targets beyond, making it effective against enemies stupid enough to line up for you. You can carry a maximum of seven extra bullets.



Vindaloo Rocket Launcher: Now we're talking carnage. Energy inefficient, loud, and fantastically dangerous, the Vindaloo is the first choice of today's rebel on the go. It fires two or four rockets simultaneously which will seek out any target that has been locked on to. The rockets can even split and seek out multiple targets. It holds 12

rounds of two or four rockets each. **NOTE:** You must first find the Vindaloo Rocket Launcher Upgrade to simultaneously fire four rockets.



Gurner Personal Mortar: Nicknamed "Old Bessy" by its designer, the Gurner Personal Mortar looks like a tuba but packs a punch like an angry, drunken sailor. Firing an arcing projectile at its target, the Gurner's single-shot mortar shells explode with the force of 14,000 CsU's. It's not even funny how many pitiful grunts the Gurner can

send into the air. Okay, it's hilarious. Unlike less efficient mortars, there's no set up time – just point and fire. Lob mortars into groups of enemies and witness the fountain of flying bodies. It also levels most small buildings with just a shot or two. You can carry up to six extra mortars.



Land Shark Gun: First invented to clean out the Onion Mines of Midden, the Land Shark Gun releases a baby Land shark. Using an advanced system of hormone treatments and cattle prods, the gun's mechanics cause the shark to grow to its full size in seconds and home in on its intended target, bringing with it one of the most

unpleasant forms for passing into the hereafter. If other enemies are nearby it will continue on for several more victims. During this spree, you can change weapons or fire off another shark for double the bloodcurdling screams. Useful and great at parties, the Land Shark Gun was voted last year's "Gun of the Year" by the Forge City Gazette. You can only carry one extra shot for this weapon.

SPECIAL WEAPONS



Sticky Bombs: A brand new invention, the Sticky Bomb is the brainchild of King Forge's weapons labs. A spinning disk, when the bomb comes into contact with its target, it releases small spikes, enabling it to "stick." The bomb then releases an ominous hiss as the fuse burns down, followed by you-know-what. These will stick to anything you throw them at. They work wonders on taking down buildings, but can also be stuck to enemies. When an enemy is the target the grenade will exhibit homing capability.

Once it sticks to the enemy, the victim tends to freak out, sometimes running into his buddies, sometimes running directly at you! You can carry up to five of these grenades.



Topsy Turvy Bomb: Early experiments in anti-gravity cars failed miserably: the car went flying off the ground and off into space. While most considered this failure a disaster, the cruel minds at Forge Labs took these lemons and made lemonade – lemonade of destruction! A simple anti-grav corkscrew, the Topsy Turvy is easy to use: just drill it into the ground, activate it to turn the world upside-down (and send your enemies flying down...or up... into space) and then deactivate it to fulfill the old adage

"What goes up must return with bone-shattering, organ-liquefying impact."



Guy Fawkes Traitor Bomb: A crowd control device created by King Forge's labs to disperse protesters, the Guy Fawkes Traitor bomb is named after the famous traitor, Guy Fawkes. Throwing this at enemies does not cause direct damage. However, anyone hit with it is suddenly filled with the overwhelming urge to turn his gun on his fellow troops and get them back for all of the locker-room towel whippings. The G.F.T.B. would make a traitor out of even your old grandma! Be sure to bring popcorn for this one.



Knockout Bomb: At Forge Labs, the slogan is "Putting the 'Fun' Back In 'Systematic Beatings'!" The Knockout Bomb is an early product of this creed. Using technology similar to the Topsy Turvy Bomb, the Knockout allows you to get up close and personal with those that would do you harm. Also known as the "Big Red Magic Boxing Glove." After donning the glove, the user winds up and any enemies in his line of sight are lobbed toward him like balls in a batting cage. Target velocity + fist velocity = serious hurt. Portable, mean-spirited, and deadly, the Knockout Bomb is everything you want in unconventional weaponry.



World's Smallest Black Hole: Unexplained gravitational anomalies in your pocket! The newest product from Forge Labs promises "the world's first Black Hole in a cardboard box!" And that's exactly what it is. Simply remove it from its box and run like mad - it will do the rest of the work. Chortle diabolically as a miniature black hole rips open reality and all unfortunate souls in the area get pulled in and compressed into a sugar cube.

TICKER BOMBS



Good old-fashioned big bundle of dynamite attached to an alarm clock. Some missions will require you to plant these on obstacles or key enemy structures. Required targets will have a semitransparent image of the bomb located where you need to place it. To set the bomb, walk up to the target and press and hold the Y button until the yellow bar that appears onscreen fills up. Then run for the hills like Jonesy had one too many pints and started referring to you as "Rosita, my long-lost love."



ITEMS

You will find these on the battlefield, usually dropped by slain enemies. Simply run over them to pick them up. **NOTE:** Items will remain visible for 5 minutes before disappearing. During Base Defend missions, items will remain visible for 5 seconds before disappearing.



Small Health Pack:
Heals a portion of your health



Q's Tea Cup:
Heals a portion of your health



Large Health Pack:
Heals you completely



Sticky Bombs:
Supplies 2 bombs



Topsy Turvy Bomb:
Supplies 1 bomb



Knockout Bomb:
Supplies 1 bomb



Black Hole Bomb:
Supplies 1 bomb



Guy Fawkes Traitor Bomb:
Supplies 1 bomb



Cyclops Sniper Rifle Ammo:
Supplies 1 round



Flemming Machine Gun Ammo:
Supplies 42 rounds



Vindaloo Rockets:
Supplies 1 round



Land Shark Gun Ammo:
Supplies 1 round



Gurner Personal Mortar Ammo:
Supplies 2 rounds

UPGRADES



THE JUMPER PACK Sometimes you will have to find a handy gadget called the Jumper Pack (some levels start you off equipped with it). This doodad, when strapped to your back, can allow you to reach all new heights on the battlefield. Press the A button or click the left thumbstick to blast off. When you reach maximum altitude gliding wings pop out of the Jumper Pack, allowing you to float gently to the ground like an autumn leaf. Of course, you don't have to be gentle to your enemies while in flight. If you want to descend quickly, press and hold the A button or click and hold the left thumbstick to close the Jumper Pack wings and drop immediately to the ground. This upgrade lasts until the end of the current mission.



VINDALOO ROCKET LAUNCHER UPGRADE Upgrades the Vindaloo to shoot 4 rockets at the same time. This upgrade lasts until the end of the current mission.

TURRETS

Sometimes there will be opportunities or desperate situations that require you to enter into some form of turret. This is where you get to unleash absurd quantities of bullets and/or explosive projectiles into massive numbers of enemies. To operate a turret simply approach it and press the Y button. The camera will automatically switch to a first-person viewpoint for ease of enemy-mowing.



STIG MACHINE GUN TURRET

PRIMARY: GATLING GUN SPECIAL: N/A

A simple mounted machine gun. These tend to be placed in key tactical locations like towers, walls and choke points on the ground. They don't afford any protection so take out the most immediate threats quickly. They also have a limited field of fire so watch out behind you!



FORGE CANNON

PRIMARY: LARGE SHELL SPECIAL: N/A

A large turret that fires massive projectiles that detonate upon impact, so even if you miss you can still send debris and soldiers flying. It is a long-range weapon that has a slow rate of fire.



BASE DEFEND

PRIMARY: GATLING GUN SPECIAL: MORTAR

Armed with Gatling guns and mortars, the Base Defend turret is mounted on a rail attached to the top of the base wall. You control the movement of the turret on the rail with the left thumbstick, and aim with the right thumbstick. You can flip the direction 180 degrees to face either side of the base wall. The mortar is great for putting holes in the swarms of enemy soldiers marching toward the base. The Gatling Gun is best for when the ranks get into closer range as the steady stream of bullets can more effectively pick off stragglers. In later missions the Shrub Patrol, militant anti-vegetarian robots, will aid you in defense. They will take up positions near the base of the wall and will fire upon the oncoming troops. In addition, items are occasionally dropped onto the field by cargo planes. Shoot the crates to acquire Tokens.



Rockets: Shoot rockets continuously for a limited time.

Powder Kegs: These tend to explode and cause a big mess.

Token Crate: Unlocks delicious, soul-satisfying goodies.

Large Health Pack: Helps you survive longer inside that sardine-can o' death.

PUBS



Ah the Pub! Lifeblood of the community, hub of social gathering, dark smelly place to get a drink. Here is where the common folk come to while away the hours and try to forget the imminent threat of King Forge. Unfortunately the Lionhearts won't have time for a pint between battles, nor would it help their aim too much. However, they are quite useful in other ways. They are also havens for members of the secret underground resistance, who tend to stockpile various arms for those out to get back at King Forge. To enter a Pub, just approach the front door and press the Y button. All action occurring outside will be paused while inside the Pub. The following services will be available to you here:

SELECTING WEAPONS

Often when you reach a Pub a new weapon will be available to you. If new special weapons are available, they will be displayed on the screen and automatically added to your inventory. If a new main weapon is available, or you want to pick up a weapon you left in a Pub previously, these weapons will be displayed at the top of the screen. To select a new weapon from the Pub's inventory, simply move the cursor with the left thumbstick to the weapon you wish to acquire and press the A button. If you have a free slot available it will be automatically placed in your inventory. If you are already carrying three main weapons, you must choose one to leave behind in the Pub to make room for the new weapon.

Whenever the cursor is over a special or main weapon in either the Pub's or your own inventory, a text description of that weapon will appear in the Weapon Description box.

If you swap out a weapon that is not offered by the Pub, it will be placed in the Pub's inventory so you can retrieve it at will.

AMMO Most Pubs have an unlimited ammo pool. All your weapons and Sticky Bombs will be reloaded to the max whenever you enter the Pub.

HEALTH Most Pubs have a limited Health pool to draw on (although there is the rare occurrence when King Forge has raided a Pub and taken the supplies, in which case you won't be healed). If supplies are available your current health will continually be filled up to the max until the pool is empty. The Pub's pool is represented by the Health Pool bar. Q and Jonesy will also be healed, but they do not drain the Health Pool. Also make sure they don't drain the kegs-you don't want them stumbling when they are shooting wildly into the enemy ranks.

EXIT You can exit the Pub by pressing the **Back** button or the B button. When you exit, your game will automatically be saved. Ain't it great to have others support your laziness?

HOW TO CONTACT LUCASARTS

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If you need a hint, you may call our automated Hint Line. This service costs \$1.99 per minute, requires a touch-tone phone, and you must be at least 18 years old or have a parent's permission to call. The number is 1-900-329-JEDI (1-900-329-5334). The option to speak with a live Hint Operator is also available from this number. Hint line operators are available during regular business hours,

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(Average call length is three minutes.)

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(Average call length is three minutes.)

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Visit the LucasArts Technical Support Web site at support.lucasarts.com. From there, you can receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

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We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Technical Support section of the LucasArts Web site at support.lucasarts.com. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you can send an e-mail message to an online representative.

Technical Support Phone Number

This number is for technical assistance only. Hints are not given out over the Technical Support line. You can reach our Technical Support department by calling 1-415-507-4545. We are available to help you Monday-Friday, 9:00 a.m.- 6:00 p.m. (Pacific time).

Technical Support Fax

For your convenience, we also offer the option of faxing us with your technical questions at: 1-415-507-0300. When sending us a fax, please include your name, return fax number with the area code, and a voice phone number so we can contact you if we experience any problems when trying to fax you back.

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Place your order online or call us toll-free at 1-888-LEC-GAMES.
(Technical support is not available on this line.)

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